

GRISWOLD SCOUT RESERVATION HIDDEN VALLEY SCOUT CAMP



PROGRAM PLANNING GUIDE SUMMER CAMP 2024

DANIEL WEBSTER COUNCIL
BOY SCOUTS OF AMERICA
www.nhscouting.org

GRISWOLD SCOUT RESERVATION
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CONTACT INFORMATION

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Reservation Support Services

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PRE-CAMP MEETINGS & DATES

WEEK	DATES	PRE-CAMP MEETING
Week 1	June 23 – June 29, 2024	Monday, June 12
Week 2	June 30 – July 6, 2024	Monday, June 19
Week 3	July 7 – July 13, 2024	Monday, June 26
Week 4	July 14 – July 20, 2024	Sunday, July 2
Week 5	July 21 – July 27, 2024	Monday, July 10
Week 6	July 28 – August 3, 2024	Monday, July 17
Week 7	August 4 – August 10, 2024	Monday, July 24
Week 8	August 11 – August 17, 2024	Monday, July 31

Pre-Camp Meetings are a crucial aspect of preparing for your week at Griswold Scout Reservation.

SPLs and Scoutmasters should both attend the Pre-Camp Meeting. SPLs will handle programs in one breakout, while Scoutmasters handle policies, procedures, and administrative matters in the other. These are simultaneous and cannot be attended by the same person.

Programs should be selected by the unit prior to the meeting.

SPLs should come prepared to schedule unit activities, along with any questions.

PRE-CAMP MEETINGS WILL BE HELD ON ZOOM.

ACCESS LINKS WILL BE SENT OUT PRIOR TO THE MEETING, AND CAN BE ACCESSED ON THE COUNCIL WEBSITE.

GRISWOLD SCOUT CAMP PROGRAM

Griswold Scout Camp's program consists of three elements:

- 1) Individual Advancement
- 2) Unit/Troop Activities
- 3) Campwide Activities/Competitions

INDIVIDUAL ADVANCEMENT

Refer to on Page Merit Badge Schedule on Page 5 & Daily Program Schedule on Page 9

Monday and Tuesday will consist of the same two merit badge blocks, whereas Wednesday and Thursday will consist of two different merit badge blocks. In total, there are four available merit badge blocks. Some merit badges and programs, such as Frontier! and Lifesaving, may take up two blocks such as Merit Badge Block 1 and Block 2. These programs will run Monday through Thursday, either from 9-10:30 AM, or 10:45-12:15PM.

UNIT/TROOP ACTIVITIES

Refer to the Troop/Unit Activities Planning Worksheet on Page 7

Every day, including Friday, there will be two blocks for Unit/Troop activities. These programs are designed to provide fun, enriching, and challenging experiences for Scouts. In advance of the Pre-Camp Meeting, the SPL should survey the unit and/or PLC well in advance to see what activities they are most interested in doing at camp. Detailed descriptions follow in this manual of each program area and their offerings.

As always, we support your unit's program. If you would rather conduct your own program during this time, please do so!

CAMPWIDE ACTIVITIES/COMPETITIONS

Refer to the Open Program Schedule on Page 8

During the evening, Monday through Thursday, many program areas will open for open programs! Come with your unit, patrol, or just buddy pair! This is a great opportunity to try new activities, meet new people, and just have fun! Select programs will continue until the evening and end at 9:30PM. On Friday, following lunch, campwide competitions and open programs will be conducted all day until dinner! Challenge another unit! Enjoy programs! More to be announced!

Additional Program Cost

Horsemanship 1&2 \$40

Atv Adventure \$40

Shotgun Merit badge \$40

Motorboating Merit badge \$10

Program Block Schedule

* indicates the potential to earn a merit badge

** indicates prerequisites required for merit badges to be completed prior to camp

@ indicates ATV- ASI Certification with Prerequisites for online permission forms and coursework

PROGRAM SCHEDULE	<u>BLOCK 1</u> <u>MON & TUES</u> <u>9-10:30AM</u>	<u>BLOCK 3</u> <u>WED & THUR</u> <u>9-10:30AM</u>	<u>BLOCK 2</u> <u>MON & TUES</u> <u>10:45-12:15PM</u>	<u>BLOCK 4</u> <u>WED & THUR</u> <u>10:45-12:15PM</u>
AQUATICS				
SWIMMING**	1	3	2	4
SWIM INSTRUCTION			2	4
CANOEING*	1 & 2 (MON-THUR)			
MOTORBOATING*	1	3		
LIFESAVING**	1 & 3 (MON-THUR)		2 & 4 (MON-THUR)	
KAYAKING*	1		2	4
KAYAKING BSA		3		
SNORKELING BSA	1			
BSA GUARD			2 & 4 (MON-THUR)	
SMALL-BOAT SAILING*			2 & 4 (MON-THUR)	
SCOUTCRAFT				
CAMPING**	1			4
ORIENTEERING*		3		
PIONEERING**			2	
WILDERNESS SURVIVAL**	1 & 3 (MON-THUR)			
GEOCACHING**	1			
FISHING**	1		2	
SEARCH AND RESCUE*			2 & 4 (MON-THUR)	
SHOOTING SPORTS				
ARCHERY**	1	3	2	4
RIFLE SHOOTING**	1 & 3 (MON-THUR)		2 & 4 (MON-THUR)	
SHOTGUN SHOOTING**	1	3	2	4
ECOLOGY				
FORESTRY**		3		4
GEOLOGY & MINING IN SOCIETY*			2	
ZOOLOGY (MAMMAL STUDY & NATURE)*	1			4
WEATHER*	1		2	
ENVIRONMENTAL SCIENCE**	1 & 3 (MON-THUR)		2 & 4 (MON-THUR)	
OCEANOGRAPHY*		3		

HANDICRAFT				
BASKETRY*	1		2	
LEATHERWORKING*			2	4
WOODCARVING*	1		2	
ART*		3		
POTTERY*	1			
CHESS*		3		4
GAME DESIGN*		3		4
FRONTIER				
EMERGENCY PREPAREDNESS**			2	4
COMMUNICATION**			2	4
FRONTIER! FIRST YEAR PROGRAM	1 & 3 (MON-THUR)			
FIRST AID**			2 & 4 (MON-THUR)	
STEM				
WELDING*	1		2	4
RADIO**		3		
SPACE EXPLORATION*			2	4
ENGINEERING**		3		
ELECTRICITY & ELECTRONICS*			2	4
NUCLEAR SCIENCE*	1			
ROBOTICS*	1 & 3 (MON-THUR)			
COPE				
CLIMBING*			2 & 4 (MON-THUR)	
COPE	1 & 3 (MON-THUR)			
FARM				
ANIMAL SCIENCE*	ALL DAY PROGRAM - Select Monday/Tuesday or Wednesday/Thursday Must pick TWO All Day Programs These scouts can not pick either Blocks 1/2 or Block 3/4 depending on the corresponding days			
HORSEMANSHIP I*				
HORSEMANSHIP II				
LOGGING CAMP				
BACKWOODS WOODCRAFT WOOD CARVING*	ALL DAY PROGRAM - Select Monday/Tuesday or Wednesday/Thursday Must pick TWO All Day Programs These scouts can not pick either Blocks 1/2 or Block 3/4 depending on the corresponding days			
EXTREME LUMBERJACK				
HATCHET				
PAPER MILL PULP & PAPER*				
ATV				
ATV @	ALL DAY PROGRAM - Select Monday/Tuesday or Wednesday/Thursday Must pick TWO All Day Programs			

MERIT BADGE PLANNING/PREPARATION

SELECTING MERIT BADGES

Selecting a merit badge depends on a variety of factors: the Scout's age, abilities, and the unit's year-round program. Each Scout's schedule should be challenging, but attainable. A Scout is at camp to have fun, not to be frustrated with incomplete merit badges. Remember each Scout is different, so each case should be handled individually. Most importantly, it's not how many merit badges are earned; it's how great of a time they had. We highly recommend all new Scouts join the Frontier! Program.

PREREQUISITES

Numerous merit badges require work that must be done outside of camp to complete the merit badge. Please consult BlackPug for further prerequisite information. To receive credit for work done outside of camp, please bring proof on the first day of class.

MERIT BADGE SUPPLIES

Some merit badges may require additional fees. Please reference BlackPug for more information.

PARTIALS

Any Scout finishing some, but not all, of the requirements for a merit badge will receive a "partial" merit badge. It tells what a Scout has and has not completed. They can work on requirements until their 18th birthday to complete any merit badge either at home with a qualified counselor or next summer at Hidden Valley Scout Camp. A counselor reserves the right to re-test previously passed requirements. Scouts should not have to fully re-take a merit badge if they have partial credit. Consult the Program Director for advice in this matter.

EXTRA HELP

If a Scout is having trouble with any merit badge, we will give the help needed. Arrangements can be made for extra or make-up time with the counselor.

ACCOMMODATIONS

We understand some Scouts may need accommodations. GSR and Hidden Valley Scout Camp will do everything in their power to support these. Please contact the Camp Director and/or Program Director at/or prior to your Pre-Camp Meeting to address this issue.

ADVANCEMENT POLICY

As always, GSR's advancement policy is that a Scout must complete 100% of the requirements before receiving the badge. Some merit badges cannot be completed during camp unless prior work has been done before arriving at camp.

ALL DAY PROGRAM - NEW FOR 2024!

If you're interested in experiencing any of our Camp Bell Programs (Farm, ATVs, or Logging Camp) you can sign up for these All Day Programs. As depicted in the following schedule, this includes two FULL days (From 9 AM until 5 PM) of All Day Programs of your choosing where you can have fun and earn merit badges. This is by individual sign up, but it is recommended to sign up with a buddy. For this experience, you will choose two Camp Bell programs and two days, either Monday/Tuesday or Wednesday/Thursday. Then Scouts will choose Merit badge programs for the other 2 days. On your chosen days, you can gather at Valley Admin after breakfast to be brought over via bus to your All Day Program.

TROOP/PATROL ACTIVITIES

Every day, including Friday, there will be two blocks for unit activities. These programs are designed to provide fun, enriching, and challenging experiences for Scouts. In advance of the Pre-Camp Meeting, the SPL should survey the unit and/or PLC well in advance to see what activities they are most interested in doing at camp. Detailed descriptions follow in this manual of each program area and their offerings. We recommend you come prepared with back-up options!

*Indicates an afternoon program that will take up two afternoon blocks (From 1:30 PM-5:00 PM)

ECOLOGY	
GSR Exploration*	Boulder Hike*
Reservation Conservation Project	
SCOUTCRAFT	
Dutch Oven Dessert*	Pioneering Challenge
S'more Fire!	Show Me The Ropes (Knots, Splicing, Monkey Fists)
Orienteering Course	Woodland Livin'
HANDICRAFT	
Ice Cube Candle Making	Leather Slide Craft
Chess Tourney	Patrol Flag Project
Totem Wood Carving	
SHOOTING SPORTS	
Tomahawks	Black Powder
Action Archery Shoot	Cowboy Action Shoot (13+)
Leader Shoot	
AQUATICS	
Assault Boats	Aquatic Craze
Canoe Race	Troop Kayak
Kayak Soccer	Snorkel Exploration
Watermelon Scramble	Water Basketball
Walk on Water	Sand Castle Competition
Sailing	
STEM	
Patrol Welding (13+)*	Patrol Blacksmithing*
COPE	
Troop/Patrol COPE (14+)*	Troop/Patrol Climbing (14+)*
FRONTIER	
Build Your Own Adventure! (Contact Program Director)*	Troop Hike/Peak Bagging (Contact Program Director)*
Field Games (Ultimate Frisbee, Volleyball, Football)	Frisbee Golf

OPEN EVENING PROGRAM

*These programs don't require advanced sign-up, just show up!
All programs are subject to change at a moment's notice.*

	SUNDAY	MONDAY	TUESDAY	WEDNESDAY	THURSDAY	FRIDAY
7:15-8:00 PM	Opening Campfire (Council Ring)	Cowboy Action Shoot (Shooting Sports) Open Handicraft (Handicraft)	Water Carnival (Main Waterfront) Open Rifle (Shooting Sports) Order of the Arrow Ice Cream Social!	Hidden Valley Ironman! (Main Waterfront) Tomahawks (Shooting Sports)	Open Swim (Main Waterfront) Fingerprinting & Crime Prevention (Handicraft) Sporting Arrows (Shooting Sports)	Free Block to Prepare for Campfire
8:00-9:30 PM	----X----	Inter-Troop Campfires (Campsites)	Night Climbing (COPE)	Troop Time	Older Scout Night	Closing Campfire (Council Ring)

CAMPFIRES

Our opening campfire on Sunday provides you with the knowledge to tackle the week at GSR, with plenty of laughs and skits!

Want to showcase a skit, stunt, or song in front of the entire camp? Now is your chance! We encourage each unit to do a skit during our Friday closing campfire!

Our camp staff will continue to showcase our amazing skits! **To showcase your skit, it *must* be approved by the Program Director at the Thursday SPL Meeting– at the latest!**

If it's not quite ready, we'll help develop it!

Griswold Scout Camp Schedule 2024

	Sunday	Monday	Monday All-Day Program	Tuesday	Tuesday All-Day Program	Wednesday	Thursday	Friday
6:30	CAMP CLOSED	Cooler Drop-off						
7:00		Wake Up	Wake Up	Wake Up	Wake Up	Wake Up	Wake Up	Wake Up
7:40		Waiters	Waiters	Waiters	Waiters	Waiters	Waiters	Waiters
7:50		Flags	Flags	Flags	Flags	Flags	Flags	Flags
8:00		Breakfast	Breakfast	Breakfast	Breakfast	Breakfast	Breakfast	Breakfast
8:45								
		15 Min Walk						
9:00		MB Block 1		MB Block 1		MB Block 3	MB Block 3	Troop/Patrol Activity
10:30		15 Min Walk		15 Min Walk		15 Min Walk		
		MB Block 2		MB Block 2		MB Block 4	MB Block 4	Troop/Patrol Activity
10:45		Lunch		Lunch		Lunch	Lunch	Lunch
12:15								
12:30								
1:00	Arrival Time 1	Siesta (SPL Meeting at 1PM)	Camp Bell Program 1 (Cooler Drop-off 4:30)	Siesta (SPL Meeting at 1PM)	Camp Bell Program 2 (Cooler Drop-off 4:30)	Siesta (SPL Meeting at 1PM)	Siesta (SPL Meeting at 1PM)	Siesta (SPL Meeting at 1PM)
1:15	Troop Tour of Hidden Valley							
1:30								
1:45								
2:45								
3:00	Arrival Time 2	15 Min Walk		15 Min Walk		15 Min Walk		Open Program
3:15	Troop Tour of Hidden Valley		Troop/Patrol Activity (Cooler Drop-off 4:30)		Troop/Patrol Activity (Cooler Drop-off 4:30)	Troop/Patrol Activity (Cooler Drop-off 4:30)	Troop/Patrol Activity (Cooler Drop-off 4:30)	
3:30								
4:30								
5:00								
5:40	Waiters	Waiters	Waiters	Waiters	Waiters	Waiters	Waiters	Waiters
6:00	Dinner	Dinner	Dinner	Dinner	Dinner	Dinner	Dinner	Dinner
6:45								
7:00	Flags	Flags	Flags	Flags	Flags	Flags	Flags	Flags
7:15	Interfaith Services	Evening Program	Evening Program	Evening Program	Evening Program	Evening Program	Evening Program	
8:00	Opening Campfire							Closing Campfire
9:00								
10:00	Quiet Hours	Quiet Hours	Quiet Hours	Quiet Hours	Quiet Hours	Quiet Hours	Quiet Hours	Quiet Hours

Could be switched to have All-Day Program on Wednesday/Thursday instead of Monday/Tuesday as well.

DAY-TO-DAY EXPECTATIONS

SUNDAY CHECK-IN

Sunday is the day we all anxiously look forward to: the first day of camp! You will be given a check-in time during your pre-camp meeting, either 1 PM or 3 PM. Your troop should arrive at your given time where you will then be ushered in by our staff, who will help you find your troop's campsite sign to begin unloading your gear. Our commissioner team will then deliver your gear up to your campsite for you. Once your whole troop is gathered and gear is unloaded, you will be greeted by a staff member who will be your tour guide for the afternoon. This tour guide will take you to drop off necessary medications and forms, to the dining hall to get acquainted with our meal procedures, to the waterfront for your swim test, to the council ring for troop photos, and to your campsite to begin unpacking. Along the way, you will also be introduced to each of our areas, feel free to ask any questions you may have about camp at this time!

DINING HALL & PATROL MEALS

Meals will be provided in the Gilbert Hall for campers, adult leaders, and staff members. Breakfast and dinner will be served in the traditional family-style manner. Lunch will be served in a grab-and-go buffet style in the dining hall. Campers and adult leaders are encouraged to mingle with different troops during the lunch period and are welcome to utilize the seating in the dining hall or the picnic tables located around the Upper Parade Field and Carter Grove. Seating in program areas will be off limits for campers during this time. Class A's will be expected to be worn during dinner.

Troops will also be given the option to participate in patrol cooking! Those troops participating in patrol cooking at their campsites will not be required to attend flags in the morning, but they will be expected to attend flags after dinner. Please note that patrol cooking is only offered to a limited number of troops on a first come first serve basis during registration. Also note that if your troop decides to participate in patrol cooking, the entire troop will be expected to participate for the entirety of the week. A staff member will be assigned to assist with any needs. Equipment and uncooked food will be provided.

DAY PACK ESSENTIALS

Because you will be doing so much walking and visiting so many various areas of camp, we recommend you carry a day pack with you during Sunday check-in. This day pack should consist of:

Swimwear/Goggles
Towel
Sunblock

Class A (if needed for photos)
Water Bottle
Weather Dependent Gear (if necessary)

MERIT BADGE BLOCK SCHEDULE

Monday through Thursday mornings will consist of merit badge blocks. Merit Badge (labeled MB) Blocks 1 and 2 take place during Monday and Tuesday. MB Block 1 begins at 9 AM and ends at 10:30 AM, MB Block 2 begins at 10:45 AM and ends at noon so that campers can proceed to lunch! MB Blocks 3 and 4 follow a similar time frame as Blocks 1 and 2, but take place on Wednesday and Thursday only.

FRIDAY PROGRAM

Friday is a full day of fun! No merit badge classes! Begin the morning with 90-minute unit activities, compete with other units in campwide games, enjoy open programs across the camp, and wrap it up with laughs and reflection at our Closing Campfire! **Stay tuned throughout the week for news and updates, some events may require advanced sign-up!**

SATURDAY CHECK-OUT

The hardest goodbye... On Saturday morning, your troop will gather its gear and place it all by your campsite sign to be transported down to the parking lot for your departure. Then you can meet at the dining hall at 7 AM for a grab and go breakfast to depart from camp by 8 AM. From there, it's time to say goodbye for the summer to the Land Made for Scouting.

LEADERSHIP MEETINGS

SPL MEETINGS

Every day, at 1:00PM, SPLs will meet outside of Carter Lodge in Carter Grove. These meetings will take place with the Program Directors and various Commissioners. Each SPL should be ready to talk about their experience at Hidden Valley. Bring questions, comments, or concerns. These meetings are crucial to provide updates about various programs, upcoming events, and more.

CAMP DIRECTOR MEETING

Come down to the Hidden Valley Council Ring (weather permitting), on Monday, Wednesday, and Friday 9:15AM to meet with our Key Staff! Learn about check-out procedures and other important information. We'd love to hear your feedback, whether good or bad! *Feedback is a gift!*

Don't be afraid to address any issues with your campsite Commissioner! They act as your liaison and are there for you! They can either assist or direct you to the appropriate staff.

ADULT LEADER OPPORTUNITIES

THE GRISWOLD GUILD

Want to give back to the camp we all love? Let us know! You, with the assistance of the Ranger Staff, can take on various projects around Griswold Scout Reservation. If you have any advanced skills or knowledge, let us know prior to your arrival!

TRAININGS

Please reference the GSR Adult Leader's Guide and future publications for more information about the various adult leader trainings offered.

OUTPOSTS

Open to patrols of all ages! Must register at Pre-Camp Meeting.

Choose a location and then choose a theme!

Talk with the Program Director to find a program that is best for the skills of your patrol!

Example: Crew 1971 would like to do Stargazing at the Mount Shannon Summit!

LOCATION	PROGRAM
Mt. Shannon Summit A Hidden Valley staple! Spend the night on the summit of Mt. Shannon that overlooks the center of Hidden Valley!	Wilderness Survival Can you survive with limited resources? Can you make your own shelter with your patrol? Scavenge for supplies! No tents!
Ancient Scoutcraft Travel across Lake Eileen to a remote, little-known historic site where only those with the brightest flame of Scouting dare to go!	Compass Cuisine We all love camp cooking! Can you find your food, though? Use your critical thinking, navigation, and orienteering skills to find it!
Athletic Field At the edge of Hidden Valley, near the COPE Course. Travel out to a peaceful, serene field and spend the night!	Stargazing A simplistic, yet always enjoyable outpost. Spend a night under the stars and enjoy gazing at the beautiful constellations!
Lake Eileen Cove Hike out to a secretive site on the shore of a Lake Eileen cove! It will truly be a beautiful night in this isolated site.	Search & Rescue/First Aid Can your patrol mobilize and find a missing Scout? When you find them, render basic first aid, transport them, then set up camp!
Oregon Trail Outpost Saddle up and ride the trail to Round Pond. Spend the night with the horses sleeping under the stars. There is an additional charge for this program.	ATV Outpost Enjoy an extended evening trail ride exploring the trails at GSR. Set up camp and sleep under the stars at Round Pond.

TREK OUTPOSTS (NO THEME)

Recommended for older/experienced Scouts.

Goat Pasture Hill Venture off and discover one of GSR's most secretive but coziest summits for an amazing night!	Mack Ridge Hike towards CampBell, discovering a beautiful ridge overlooking the Belknap Mountain Range.
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**ALL UNITS MUST PROVIDE AN ADULT LEADER (21+) TO PROVIDE ADEQUATE COVERAGE.
OUTPOSTS CAN ONLY BE SCHEDULED ON TUESDAY OR THURSDAY.**

PLEASE BRING WITH YOU FOR OUTPOSTS	
PERSONAL Sleeping Bag Ground Pad 1 Change Of Clothes Scout Essentials Mess Kit Small Backpack	PATROL Tent(s) Tarp/Ground Cloth Cook Kit (With Large & Small Pot) Fry Pan Serving Spoon Scout Spirit!

FRONTIER!

The Frontier! Program is designed exclusively for the brand new, “never been to summer camp” Scouts from your Troop.

The format of the program each day is modeled after an ideal meeting. All Frontier! participants will be grouped with Scouts from other Troops to form patrols and the “Frontier Troop.” Patrols will elect Patrol Leaders each day, make a flag to show unity and spirit, and do all sorts of things together. Fun and learning is the name of the game!

The Frontier Troop will spend each day learning about and experiencing the basic outdoor and Scouting skills. Because of the large volume of material to be covered, it is highly recommended and encouraged that Troops retest and review skills – before and after – which are learned in Frontier.

Frontier! Scouts should always carry a water bottle, raingear, and other supplies needed for that day in a personal daypack. Be Prepared!

On Friday, Frontier! participants will take part in their biggest challenge yet. A 5-mile hike that incorporates skills learned throughout the week! The hike also includes a trail lunch, a visit to the top of a mountain, a pass through a secluded swamp, and a tour of the Reservation! Scouts will get to explore Camp Bell!

You’ll never forget this!

SCOUTS WILL BE INSTRUCTED IN THE FOLLOWING:

Scout Requirements: 1a, 1b, 1c, 1d, 1e, 1f, 2, 2a, 2b, 2c, 2d, 3a, 3b, 4a, 4b, 5.

Tenderfoot Requirements: 3a, 3b, 3c, 3d, 4a, 4b, 4c, 4d, 5a, 5b, 5c, 7a, 8.

Second Class Requirements: 1b, 2a, 2b, 2c, 2d, 2f, 2g, 3a, 3b, 3c, 3d, 4, 5a, 5d, 6a, 6b, 6c, 6d, 6e, 8a, 8b, 9a.

First Class Requirements: 1b, 3a, 3b, 3c, 3d, 4a, 4b, 5a, 5b, 5c, 7a, 7b, 7c, 7d.

Totin’ Chip, Firem’n Chit, and the Outdoor Code will be taught, also.

To receive a FRONTIER! Certificate, the Scout must complete every requirement listed above (including the hike) and attend all periods. The unit is responsible for the final passing of the requirements achieved. Though we are confident the Scout will know all material presented, we encourage Troop Leaders to retest their Scouts each night in the campsite – as well as when you return home from summer camp

Eagle Required Merit Badges such as First Aid, Communication, and EPrep will be provided by Frontier staff during afternoon blocks (Monday-Thursday). It is not a part of the Frontier program, but is a badge taught by Frontier staff.

Griswold Scout Reservation does not sign off on these rank, merit badge requirements, or certifications. The Totin’ Chip and Firem'n Chit cards can be purchased in the trading post and only with scoutmaster approval.

AQUATICS

PATROL / TROOP / CREW ACTIVITIES

AQUATIC CRAZE (Main Waterfront)

Enjoy the inflatables (trampolines, climbing iceberg, etc.) at Main Waterfront and find out what all the buzz is about.

ASSAULT BOATS (Chase Waterfront)

A Hidden Valley staple! Can you keep your row boat afloat longer than your opponent? Guaranteed laughter and fun to be had!

CANOE TRIP (Chase Waterfront)

Row, row, row your canoe, gently down sunset-ty...merrily merrily merrily merrily this tour feels like a dream. Take your Troop on a lake tour and enjoy all its beauty.

KAYAK SOCCER (Chase Waterfront)

A Scout is clean, but this activity will make you feel like the Kayak version of (Lionel) Messi. Utilize your balance, speed, and creativity to stay afloat as your team moves together with one goal in sight...the soccer goal, of course!

CANOE RACE (Chase Waterfront)

Racers start your paddles! Who in your patrol can paddle out to the island in the middle of Chase and back the fastest? There's only one way to find out.

WATER BASKETBALL (Main Waterfront)

Steph Curry's got ice in his veins when he shoots from three, but you'll have the refreshing feeling of the Chase waterfront. Your patrol can dribble and shoot your way to the top in this classic twist to the sport that'll make team building a slam dunk.

WATERMELON SCRAMBLE (Main Waterfront)

Two teams...two sides...one watermelon! Face off in an activity that combines the thrills and teamwork of football and rugby with the refreshing feeling of water...and of course watermelon.

WALK ON WATER (Main Waterfront)

One small step for scout, one giant leap for your troop. See if you can balance your way to the center of Lake Eileen through this challenge that'll put your balance and athleticism to the test.

SNORKEL EXPLORATION (Chase Waterfront)

Explore the depths and aquatic wildlife of Lake Eileen!

SAND CASTLE BUILDING (Main Waterfront)

Your troop versus all others in a wild week long competition for the best sandcastles out there. Come see if you can beat the camp!

OPEN SWIM (Main Waterfront)

No advanced signup required. Take a refreshing dip as you spend the time relaxing and having fun with members of your patrol and other scouts! Make sure to bring a buddy!!

COPE

TROOP COPE/CLIMBING

The Troop COPE/Climbing program is an opportunity for troops to participate in team building and high ropes exercises. Each troop will have the opportunity to meet with a member of the COPE staff to customize their program. Only age-appropriate elements will be open to the troop. Certain elements require scouts to be aged 14 and up.

ECOLOGY

PATROL / TROOP / CREW ACTIVITIES

GSR EXPLORATION

Want to go to the summit of Mount Shannon and enjoy a ‘bird’s eye view’ of Hidden Valley? Or walk around the Swamp and explore its unique plants and animals? Maybe follow the shoreline loop of Lake Eileen? Perhaps even take an extended hike to the Mack Ridge and back while learning about the beautiful wilderness. You can do any of these with your troop and a staff member with Plan Your Own Hike! It’s the fun of all the classic Ecology hikes in one Program!

ASTRONOMY

When you wish upon a star...you know you’re at camp. Look at the summer constellations and learn about the sky’s celestial bodies and the myths which accompany their storied history. It’s a tradition as old as time, but there’s no better time to do it than when you are at GSR. Patrols who sign up for this can work on the Astronomy Merit Badge or enjoy a nice night looking at the stars. Note: If you are signing up for the badge an afternoon activity slot is required.

CONSERVATION PROJECT

Help maintain Hidden Valley and practice the Outdoor Code! With permission from your troop leaders this could be used toward rank advancement and it’s a good way to give back to the “Land Made for Scouting.”

BOULDER EXPLORATION

Climb boulders and explore 10,000-year-old glacial caves while ascending the southwest slope of Mt. Shannon.

Boulder Exploration must have Adult Leaders in attendance

HANDICRAFT

PATROL / TROOP / CREW ACTIVITIES

ICE CUBE CANDLE MAKING

Grab a paper cup, add a wick, pour some wax, and then add some ice cubes...what do you get? A candle!

LEATHER SLIDE MAKING

Take this opportunity to build a slide for your neckerchief that would make even Baden-Powell proud!

PATROL FLAG MAKING

The Patrol Method is the most important method in all of Scouting. What better way to show your Patrol Spirit, than with a Patrol Flag you can be proud of having made as a team! Show your new flag off at a camp-wide assembly!

TOTEM MAKING

Have you ever wanted to make a three-dimensional ‘monogram’ for yourself using Scout-approved materials? Now is your chance!

CHESS TOURNEY

A Scout is thrifty, but it’s time to put that in check. Can you out-strategize the other members of your Unit? Protect your king and you “*knight*” be in for a surprise!

OPEN HANDICRAFT

All of the above activities will be available at Open Handicraft on Monday nights! Bring a buddy and let your imagination run wild!

Need to work on merit badge requirements or create some art? This evening activity is just for you!

SCOUTCRAFT

PATROL / TROOP / CREW ACTIVITIES

DUTCH OVEN DESSERT

With guided instruction, learn and do every step of the process of preparing and cooking a delectable campfire masterpiece!

S'MORE FIRE!

Head on down to the scoutcraft area for some fire, s'mores, and possibly some awards. If your troop is interested in relaxing by the fire with the waterfront view and enjoying some delicious snacks, we would love to see you there!

PIONEERING CHALLENGE

Come on down and practice pioneering fundamentals! The skies are the limit with what your patrol can make. From camp chairs to your own playgrounds. Let your imagination and skill run wild as you make your special creation.

ORIENTEERING COURSE

Try an orienteering course...or make your own! Put your skills and teamwork to the test in this classic sport and try to place yourself into the GSR record books.

LEARN THE ROPES

Learn to make ¼ inch rope using bow string and twine. Who knew it was this easy and fun? Learn all the ways to splice!

WOODLAND LIVIN'

This is a classic twist on an age old event, past the main waterfront and past the trading post join the scoutcraft area for some fun building shelters with our staff and your troop, and see who can build it better!

STEM

PATROL / TROOP / CREW ACTIVITIES

PATROL WELDING (13+)

It's the best of both worlds. Learn the basics of arc welding and make a cool project along the way!

PATROL BLACKSMITHING

Bring your patrol for this unique experience and learn how to forge some HOT METAL!

SHOOTING SPORTS

PATROL / TROOP / CREW ACTIVITIES

OPEN RIFLE SHOOT (Evening Program)

Are you a marksman? To find out you'll need to give it your best shot...literally! Make your way onto the Hidden Valley bulletin board and enjoy some good old fashion shooting fun!

ACTION ARCHERY SHOOT (Archery MB Prereq)

Ready?...Aim...Fire! Channel your inner Robin Hood as you practice and master your fundamentals with a compound or recurve bow using moving targets!

COWBOY ACTION SHOOT (13+)

New to the 2024 program, let's travel back to times when cowboys displayed their bravery. Use a combination of handguns, rifles, and shotguns in an old-west themed course of fire for time and accuracy. Participants are encouraged to dress in appropriate theme or era costumes.

TOMAHAWKS

Unlike any other program in this area, test your aim and accuracy with brand new tomahawks. Use your strength and precision to hit the bull's eye!!

BLACK POWDER (MUZZLELOADING)

Want to learn how to safely load black powder? Test your mettle using one of our "antique" firearms this summer, considered by gun enthusiasts to be one of the more challenging firearms to handle.

ATV

ATV

Over the river and through the roads on ATVs you will go! There's no better way to enjoy the many acres of Griswold Scout Reservation than on an All-Terrain Vehicle? Daniel Webster Council is one of only a select group of Councils across the USA to run an ATV Program. This older scout program is a blast for the participants, and we can't wait to see you enjoy it soon!

There are no exceptions to the following conditions...

• Riders must:

- Must be at least age 14+ Submit a permission slip /waiver form – signed by a parent
- Complete online ASI training prior to camp (link will be provided)
- • Pay an additional fee
- • Wear long pants, long-sleeve shirt, and ankle-covering closed-toe footwear

ASI TRAINING & TRAIL RIDE

This program features an ASI rider safety course (complete with certification) which will teach the rider all parts of the ATV, how to care and maintain an ATV and all rules of the road and operational techniques. Riders will be challenged to perform proper riding and control techniques on Camp Bell's one-acre 'terrain neutral' course in order to complete the certification.

Once the ASI rider course is complete, the day culminates with a trail ride – based on time remaining and the overall ability of the group through the many trails, roadways and beautiful sections of the Griswold Scout Reservation.

ATV EXTENDED TRAIL RIDE

Only riders who are already ASI-certified are eligible for participation in this program.

Riders will begin their day preparing their machines and reviewing the parts, basic care and rules of the road. After properly reviewed, a visit to Camp Bell's one-acre 'terrain-neutral' course will retest the rider's aptitude and familiarize him/her with the machine.

Once satisfactorily prepared, the remainder of the day will feature trail riding throughout the expansive and beautiful roads, trails and byways of Griswold Scout Reservation

FARM

Come to the stables of Camp Bell to become acquainted with some of the skills and challenges it takes to care and manage horses and other farm animals! This experience will challenge Scouts and excite the imagination with the tales of how the horse helped settle the US and has been a significant importance in our history. Chances are, you will make some new four- legged friends along the way too!

ANIMAL SCIENCE

Make some new four-legged friends as you take care of some of the animals that make up the Bell Farm. Scouts will be able to work on the Animal Science Merit Badge as they learn about life on the farm.

HORSEMANSHIP I

Giddy up! It's time to saddle up the horses. Before you go for a ride, you will get hands-on training into what it takes to care for the form of transportation with the most horse-power on reservation. Scouts will also have the opportunity to work on the Horsemanship Merit Badge. There is an additional charge for this program.

HORSEMANSHIP II

Back in the saddle again. Take your riding skills to the next level with hands-on tips from the GSR staff. Scouts who partialled the Horsemanship Merit Badge can finish up their requirements, but you can also spend time going through the Bell neigh-borhood with an extended trail ride! This program is not for "first timers". There is an additional charge for this program.

LOGGING CAMP

Live the life of the Lumberjacks! History comes alive with several hands-on projects that will push your skills and creativity. From making things out of woods to lumberjack-style games to mining to paper making there's a wide array of activities that you won't be able to do in most other places!

BACKWOODS WOODCRAFT

Step back in time to the revolutionary days and create some amazing wooden masterpieces. Learn the techniques of early American woodworking as you design and build a project of your choosing. These projects vary based on the skill and age of your patrol. Some possible projects include rocking chairs, mess kits, mallets, stools, cabinets, and tables. Plus, you can choose to take it with you! Wood Carving Merit Badge is something the most daring can work as an added factor.

EXTREME LUMBERJACK

You will certainly get into the Lumberjack spirit with some logger sports which include the springboard, speed crosscut and lighting a match with an ax! Compete with yourself and other members of your patrol through a series of challenges. Scouts who don't have their Totin' Chip can work on it and the Paul Bunyan Award is also an option!

HATCHET

Relive the stories of Brian Robeson and learn to survive in the wild with only your hatchet! Learn survival techniques, fire-starting and more! This day will test your patience and your skills, alike!

PAPER MILL

Learn the ins and outs of the paper making industry and experience the process of papermaking first-hand! Make your own sheet of paper, which you can then take home to wow your friends and family. Scouts can work on the Pulp and Paper Merit Badge too!

PERSONAL GEAR PACKING LIST

WEEK-LONG

Extra Shirts (Long Sleeve Needed For Some Programs)	Sleeping Bag
Extra Pants (Pants Needed For Some Programs)	Pillow
Extra Shorts	Personal First Aid Kit
Extra Socks	Flashlight (Check Batteries!)
Extra Underwear	Wallet & Money
Class A BSA Uniform	Pocketknife (No Sheath/Fixed Blade – 2 ^{1/2"} Blade Or Less)
Jacket	Handkerchief
Rain Gear	Notebook, Pen, Pencil
Sleep Wear	Scout Handbook
Over-The-Ankle Hiking Boots (Needed For Some Programs)	Bug Spray (Non-Aerosol)
Swimsuit	Sunscreen (Non-Aerosol)
Extra Towels	Bug Net (No PVC!)
Toiletries	Watch
(Washcloth/Soap/Comb/Shampoo/Toothbrush/Toothpaste/Deodorant)	Water Bottle(s)
Daypack (with Scout Essentials)	Lunchbox (Optional)

LEAVE AT HOME

Pets, sheath knives, fireworks, firearms, ammunition, bows & arrows, radios/walkie-talkies, televisions, electronic games, water/nerf/airsoft or paintball guns, dice, unscout-like literature, alcoholic beverages and illegal drugs or similar items (or people under the effects of them). Valuable items should certainly be left at home.

CONSIDERATIONS FOR PROGRAM AREAS	
Aquatics	Bathing Suit (One-Piece Suit For Females) Standard Clothing Towel Personal Goggles (Optional)
Ecology	Sturdy Shoes, Daypack, Water
Frontier!	Sturdy Shoes, Daypack, Water
Scoutcraft	Sturdy Shoes, Daypack, Water
COPE & Adventure	Sturdy Shoes, Daypack, Water
Blacksmithing/Welding	Long Pants & Long Shirt
Shooting Sports	Shot Cards (Shotgun Only)
Fishing	Fishing Pole & Tackle
Hidden Valley Ironman	Comfortable running, swimming, and active clothing.
OA Day/Venturing Day	OA Sash/Venturing Uniform
Bell Farm	Boots with Heel, Long Pants
ATV	Boots that cover ankles, Long pants & Long shirt

Scouts and Leaders should mark each of their personal items with their name and unit number. Many, many items are lost or misplaced and are never claimed. If items are marked, GSR will try their best to return them to the rightful owner.

HIDDEN VALLEY SCOUT CAMP

GRISWOLD SCOUT RESERVATION



254 GRISWOLD LANE
GILMANTON IRONWORKS
NEW HAMPSHIRE 03837

